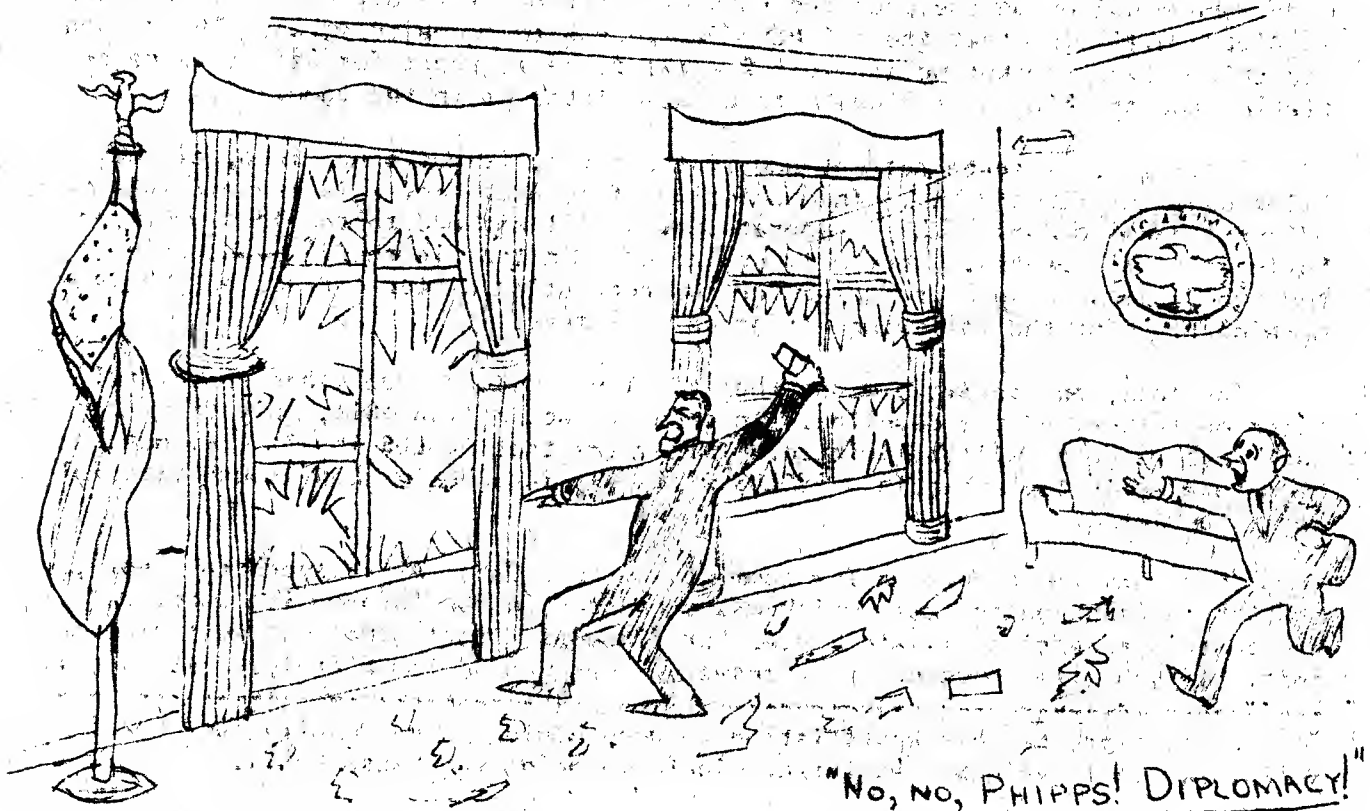
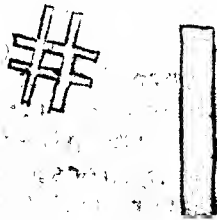


# AEOLUS



TL Pub., Edited by  
Monte Zelazny  
P.O. Box 1062  
Melbourne  
Florida 32901

## Contents

Trades: All for all.  
Subscriptions: 15¢ per copy,  
\$2.50 for duration of 1967BA.  
Literary and artistic contributions  
are welcome and desired.

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## THE DIPLOMAT:

Welcome to AEOLUS! A new magazine chronicling the progress of two postal Diplomacy engagements. AEOLUS is different from its contemporary magazines in that its aim is solely to be of service to the players. Rules printed at the onset of the game, reasonable negotiation periods, separate retreat and winter moves and punctuality are some of the factors which we believe will this publication desirable, and put those of you who are players in an enviable position. One in which the Gamesmaster would like to find himself!

The goals listed above deserve some explanation. The first, pre-established rules, is becoming widespread, but players still occasionally find themselves in an unruly upon situation. AEOLUS coming upon the Diplomacy scene at a time when postal play is well established, has benefitted much from the experience of others in formulating rules for unspecified situations.

The second, reasonable negotiation periods, stems from several exchanges with John McCalium on the pros and cons of existing diplomacy periods. Players in AEOLUS will find that they'll have  $2\frac{1}{2}$  weeks between major moves. The reason for this period is that we consider 2 weeks to be too short for effective negotiation and anything over 3 weeks to dispell interest in the game.

The third, separate retreat and winter moves, is not a new idea, already being used in WILD'n'WOOLY. The objective of separate moves is the elimination of conditional orders. These separate moves will not add to the lapse between Spring and Fall orders. They will be included instead in the  $2\frac{1}{2}$  week period, the subdivision being 8 or 9 days for the retreat or winter orders, and the remaining time for the following Spring or Fall move.

The last, punctuality, means that the moves will be published and distributed on the day of the deadline. In order to accomplish this, only the moves and press releases will be printed. This means that AEOLUS itself will not be held to a definite schedule. AEOLUS will be printed only when enough material has accumulated.

There have been quite a few comments on rule B3b. All players take note, that the permission to call which was requested on the information card, referred to this reception of late moves. Our finances dictate that you must bear the cost. If you wish to change your answer, please do so immediately. Best to all.

The editor expresses his appreciation to John Koning, John McCalium and Charles Wells, for their valuable assistance in formulating the House Rules.

## AEOLUS HOUSE RULES

The rules as written in the rulebook "Diplomacy", published by Games Research Inc., will apply except where amended in the following discussion. A precedent set will be followed throughout the game. The ruling of the gamesmaster is final.

### A. Rule Interpretations.

1. The following definitions are made:
  - a) Each individual army or fleet is a unit.
  - b) Each unit occupies one space, be it land or water.
  - c) Attack is an order to move.
  - d) Head-on Attack - a situation where two units are ordered to the space the other occupies.
2. A unit is dislodged only when displaced by another unit.
3. The move of a unit dislodged in a head-on attack is voided.
4. Support is cut by:
  - a) an attack which forces a supporting unit to turn and face it's attacker.
  - b) dislodgement of the supporting unit.
5. A unit ordered to attack may not be supported in the space it occupies at the start of the move.
6. A convoy order is unsuccessful if:
  - a) the convoying fleet is dislodged.
  - b) the convoy route is ambiguous.
7. A convoyed unit is understood to be attacking from the last sea space through which convoyed.
8. Support may not be convoyed.
9. Different coasts of a land space are considered to be different spaces for a fleet.
10. Retreats:
  - a) one space available - automatic retreat; player has removal option.
  - b) multiple spaces available - automatic removal, unless player orders a retreat.
  - c) two or more units retreating to the same space, will result in the elimination of all.
11. Unordered units will stand. If dislodged, they may retreat as per #10 above.
12. Winter removals to be made by the gamesmaster -- the unit farthest from the Capital, determined by the distance between the Capital's black dot and the nearest point on the boundary of the space which contains the unit. Capitals are Vienna, London, Paris, Berlin, Rome, St. Petersburg and Constantinople.
13. A player may stand off an attack against a space occupied by one of his

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## AEOLUS HOUSE RULES

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units, with an equally supported attack.

14. Supply centers may be gained only by occupation at the beginning of a winter move.
15. Victory Condition -- one player having more than 50% of the existing units after any move. Moves are Spring, Spring Retreats, Fall, Fall Retreats and Winter.

### B. Postal Rules.

1. Moves are due 9:00pm EST(or EDT) on the deadline specified.
2. Moves will not be published before the deadline.
3. Moves will be accepted by:
  - a) Letter or Postcard (airmail is just as fast as special delivery to a P.O. Box).
  - b) Telephone. No collect calls accepted. If given permission, the gamesmaster will call collect, immediately after the deadline, anyone having missed a move. (This is the only time that moves will be accepted after a deadline).
4. Moves may be changed prior to the deadline.
5. No player or former player may submit moves for a country other than his own.
6. Players may designate their own replacements (subject to #5 above):
  - a) Temporary - player must inform gamesmaster of replacement and period during which to accept moves.
  - b) Permanent - player must inform gamesmaster of replacement and effective date. The player understands that all rights are relinquished to the replacement.
7. Attempts to deceive the gamesmaster will bring fire.
8. Press Release sources are confidential. Releases will be accepted from non-players.
9. Names of the spaces will be abbreviated by their first three letters; with the following exceptions: Stp - St. Petersburg; Nth - North Sea; Nat - North Atlantic; Nwg - Norwegian Sea; Nwy - Norway; Naf - North Africa; Bot - Gulf of Bothnia; Lyo - Gulf of Lyon; Lvn - Livonia; Lpl - Liverpool.
10. Unsuccessful moves will be underlined.
11. In most cases the gamesmaster will not assign replacement players after Spring 1901.

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67?? Winter 1900

11 December 1967

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DEADLINE FOR Spring 1901 moves is 8 January 1968.

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67?? Winter 1900

11 December 1967

### THE PLAYERS

AUSTRIA: Thomas Griffin 212-475-1465 (6-12pm EST)  
115 East 9th Street  
New York, New York 10003

ENGLAND: John Austin 305-361-2546 (after 6:30pm EST)  
700 Allendale Road  
Key Biscayne, Florida 33149  
16 Dec 67 thru 1 Jan 68 ???-????????  
195 13th Street N.E.  
Atlanta, Georgia 30300  
2 Jan 68 on ?????????????  
Greensboro, North Carolina 27400

FRANCE: Charles Reinsel 814-226-7205  
120 8th Avenue  
Clarion, Pennsylvania 16214

GERMANY: Terry Kuch 525-2169  
1910 13th Street North, Apt 204 703-226-7205 (evenings)  
Arlington, Virginia 22201 703-525-3141 (days)

ITALY: Paul Leitch 617-769-0896 (evenings)  
451 Buckminster Drive, Apt 208  
Norwood, Massachusetts 02062

RUSSIA: Charles Wells 216-561-5250 (6-11pm weekdays &  
3678 Lindholm Sun; 6-7pm Sat)  
Cleveland, Ohio 44120

TURKEY: Greg Long ?????????????  
3526 S.W. 112  
Seattle, Washington 98146

### THE GAMESMASTER

Monte Zelazny, P.O. Box 1062, Melbourne, Florida 32901  
305-784-1132 (7-9pm on Spring or Fall Deadlines)  
254-2287 (business - days)  
723-8241 (weekends; 7-9pm all evenings)  
723-6940 (10-12pm Sun thru Thur)

The various addresses for John Austin are the result of a vacation and job transfer.

## PRESS RELEASES:

HEADQUARTERS S.I.C.: With the approach of war in Europe, S.I.C. activity quadrupled. This well-known enterprise, with quarters in every capital of the world, is experiencing its usual upswing of activity and notoriety in wartime. "We will be heard of everywhere," exclaimed Unpublicity Director Pussy Katz, crossing her shapeily, black stockinged legs before an audience of thirty-five reporters. "Each nation will identify us as controlling its enemies of the moment. Each nation will secretly subsidize us to undermine the others. Each nation will declare that we have been operating for centuries in the service of foreign powers. The natural result of all this publicity will be a great upsurge in the influence of the S.I.C.. Every man with an eye to the main chance will be so impressed with our power and pervasiveness that he will come into our service." Miss Katz trailed off into a sinister snicker, then proudly explained that she had won the Sinister Snicker championship three years running during her cadetship in the S.I.C. Training Academy.

Geneva: For sale: The Spring 1901 edition of "King of France Comics", now only \$3.50 or swap for Buck Rogers. Slightly spoiled. Send for illegible price list.

HEADQUARTERS S.I.C.: Pussy Katz, Unpublicity Director of the S.I.C., was today asked about contradictory reports concerning the identity of S.I.C. top management personnel.

"All of these people are with us," she admitted, scanning the lists submitted by the propaganda agencies of various warring powers. "Our Secret Board of Directors includes every name on these lists - Rehoboam Rothschild-Cohen; Father Filuzius Feeny, S.J.; Comrade Tigran Vulgarian; Grand Master Hiram Ashbul (33°); Mohammed Ali Khat; Dr. Fu Tse-tung; John Jacob van Morganfeiler; Generaloberst-Feidmarschall Baldur von Biondthier; Chief Perfide; and the Arch-Druid Daffydd Owen-Owens."

"But who is really in charge?"

"Really, you wouldn't expect us to reveal one of our most closely kept secrets?"

GENEVA FIELD OFFICE of the S.I.C.: A near catastrophe took place on the narrow winding back stairs of the S.I.C. office in this neutral city. On his way down from the office, where she had just sold the plans for the fortress of Verdun, the renegade Frenchwoman Esther Hazy collided with the German agent Fritz von Langenschiange, who was on his way to dispose of the complete German plans for the invasion of France.

"Ventrebieu!" said von Langenschiange. "Had we known of this, we could have exchanged the plans without going through these moneygrubbing middlemen!"

"Teufelsdröck!" Mlle. Hazy agreed. "Whatever became of the good old days of free enterprise? This S.I.C. will be the ruination of the spy business."

According to the S.I.C., which had forethoughtedly bugged the staircase, the two agents then concluded another agreement which, while it had nothing to do with war plans, was still found immensely interesting by the S.I.C. agents grouped around the loudspeaker in their office.

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PHONE CORRECTION: Terry Kuch's evening number is 703-525-2169.  
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CHANGE of ADDRESS: John Austin  
5107 Ainsworth Drive, Greensboro, North Carolina 27410

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1967BA Spring 1901

A E O L U S

8 January 1968

AUSTRIA AND TURKEY SPLIT BALKANS  
WESTERN POWERS MANEUVER

AUSTRIA: A Vie to Bud; A Bud to Ser; F Tri to Alb.  
(Griffin)

ENGLAND: A Lpl to Yor; F Lon to Nth; F Edl to Nwg.  
(Austin)

FRANCE: A Par to Bur; A Mar (S) A Par to Bur; F Bre to Mld.  
(Reinsel)

GERMANY: F Kie to Hol; A Ber to Kie; A Mun Stand.  
(Kuch)

ITALY: F Nap to Ion; A Ven to Tyr; A Rom to Ven.  
(Leisch)

RUSSIA: F Stp(sc) to Bot; A War to Gal; F Sev to Bla; A Mos Stand.  
(Wells)

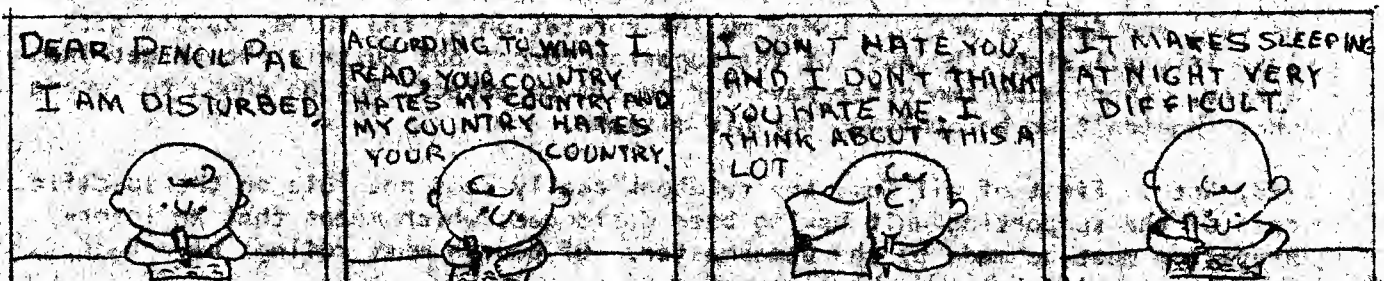
TURKEY: A Con to Bul; F Ank to Con; A Smy Stand.  
(Long)

DEADLINE for Fall 1901 orders is 25 January 1968.

PHONE NUMBER: Greg Long 206-243-7697 (evenings).

PRESS RELEASE:

London (The Foreign Office). to our friends across the seas: Please bear with us while we move to larger quarters. It's a bit of a muddle but it's a sign of progress, you know.



"Diplomacy is in a sense a substitute for force; it is the means of obtaining the maximum national advantage without the use of violence ... with the minimum of friction and resentment. ... It is interspersed with the threat of coercion; and it always depends in some degree on the power ... of the state for which the Diplomat is acting."

- Sir Charles Webster and Hubert Gladwyn Jebb, 1st Baron

## A. Rule Interpretations.

## 9. (Revised) Spaces having two coasts.

- a) A Fleet in one of these spaces may only support in a space to which it could move.
- b) Fleets may use the coastal crawl in Bulgaria and Spain (ie. F Por to Spa(nc) and F Spa(sc) to Por will succeed).

## 12. (Revised) A failure to submit removal orders will result in the removal of the unit(s) farthest ...

## DIPLOMACY POUCH:

Tom Griffin -- One complaint with your otherwise excellent set of rules: I must say I violently disapprove of A4b "(support is cut by dislodgement of the supporting unit)". Aside from being expressly stated otherwise in the published rules of Diplomacy,

a) the rule tends to destroy defensive configurations. It has almost from the beginning been my belief that successful defense is one of the neglected arts of Diplomacy. Losing players tend to give up when they find they have been attacked. If you further strengthen the attacking side by this rule, it will emasculate the efforts of the defense still further.

b) (and this is almost an addendum to (a)), the published rule creates some fascinating guesses. We had something of a furor in 1966BB (I am sure Naus can fill you in on the details) because I completely outguessed Pendergrass when I had a far weaker defensive position. Naus first ruled as in A4b; this would have meant that I had no defense. You will find in a lot of these positions that the attacking side has by virtue of it's superior force, let's say a 4-1 built-in advantage anyway. Can't we give the defender the small chance he is entitled to?

c) Comparison with real war offers parallels: Isn't it logical to assume that a routed army can still give support IN THE DIRECTION OF THE ATTACK? Example: Russia has armies in Via, Rum and Ser. Austria has armies in Bud & Tri. Moves: Russia: Ser to Tri (S) by Vie. Rum to Ser. Austria: Bud to Ser (S) by Tri. Under A4b the Russians gain Tri. Since the supporting piece in Tri was dislodged the attack in Ser is a stand-off, and Austria gains nothing. I submit that this is manifestly unfair. Note that Russia had a guess to make (let us say) and GUESSED WRONG. Under my interpretation of the rules, Russia gets into Tri, all right, because of the superior force; but Austria should get into Serbia. There were two other ways for Russia to attack, but he chose the wrong one; shouldn't he be punished for his mistake.

(Ed. Note. First of all Tom, the rulebook really does not rule on the specific case of the supporting unit having been dislodged; which means that an interpretation must be made by the Gamesmaster. Of course most rulings have been opposite to mine but I do have comrades.

Basically Diplomacy is an offensive game. Unlike some wargames (Avalon Hill's Battle of the Bulge), one cannot win by following a defensive strategy. Tactically speaking, A4b does destroy some defensive configurations; but does it not create replacements? After all it is not always the superior force that receives the label "attacking force". Strategically, A4b will hopefully discourage the stalemated game since there is more reward in the offensive. cont.

## THE PLAYERS

AUSTRIA: John McCallum  
Ralston  
Alberta, Canada

Ralston 201, Local 279 (business)  
Ralston 201, Local 240 (residence)  
(route calls through Medicine Hat,  
Area Code 403)

ENGLAND: James Latimer  
Austin Centre, Room 265  
Merrimack College  
North Andover, Mass. 01485

617-689-9403  
617-689-9412  
(these are Dormitory pay phones)

19 Jan 68 thru 29 Jan 68  
4011 Silver Hill Road  
Suitland, Maryland 20023

????????????

FRANCE: Charles Carey  
2002 Westfield Street  
Alexandria, Virginia 22308

703-780-2919 (7-10:30pm Sun-Thur;  
6-10pm Fri & Sat)

GERMANY: John Koning  
2008 Sherman Avenue, Apt. 1  
Evanston, Illinois 60201

312-491-9383 (5-11pm)

ITALY: Robert Lake  
35 Esterbrooke Ave., Apt. 904  
Willowdale  
Ontario, Canada

416-449-0577 (7-11pm weeknights; all  
day Sat; Sun after 9pm)

RUSSIA: Eugene Prosnitz  
200 Clinton Street  
Brooklyn, New York 11201

212-855-0089 (evenings & weekends)

TURKEY: Sid Cochran Jr.  
1816 South College  
Tyler, Texas 75701

214-592-5661 (office)  
214-592-2608 (home)  
(Note that you must ask for Jr.)

DEADLINE for Spring 1901 orders is 5 February 1968.

Some diplomat no doubt  
Will launch a heedless word,  
And lurking war leap out  
And blood in torrents pour,  
In Vain - Always in Vain  
For war breeds war again.

War Song Davidson

A lengthy list of various phone numbers for the Gamesmaster is printed on page #4, beneath 1967BA Winter 1900. All players take note that the Spring or Fall Deadline number is the only concrete location (that is my publishing office).

13 January 1968

## DIPLOMATIC POUCH cont:

I am quite familiar with 1966BB's furor. Don't forget that while playing in 1966AI, I received some backlash from the problem. And in 1966AI the advantage, if the ruling had been made as per A4b, would have been with the weaker side (numerically speaking).

I very much disagree with your comparison with real war. Figuratively speaking a Diplomacy support can be considered to be fire support into the supported space (a supported attack). An army or a fleet being forced to flee or withdraw in a real war situation is unable to lay down an effective fire support mission unless the retreat and fire support is a planned operation. In Diplomacy, the supporting unit is understood to have been given the order stand and support. After all the retreat is never ordered until the piece is forcibly dislodged from its position. When a unit becomes dislodged its plan of action is disrupted and from that time on its only positive action is to flee.

## DIPLOMACY MILIEU:

1. EFGIART #2 has been published with the Spring 1901 moves of its first game. (this editor plays Germany) A second game is planned with positions still open the fee being \$3.00 or a refundable \$4.50 (write for details). A new type of rating list is in the works. (19633 SE 29th, Issaquah, Wash. 98027)
2. THE LOST ONES: has openings for regular games and Rod Walker's variant based on the Russian Civil War. The fee is \$2.00 per game. (P.O. Box 25, Zenith, Wash. 98073)
3. EREHWON: Rod's editorial renews an old subject - the establishment of a central organized forum. (1611 Lowry Drive, Rantoul, Illinois 61866)
4. Congratulations to Don Miller for his second win as Russia in Orthanc A. A brief resume appears in STAB #42. (2008 Sherman Ave Apt 1, Evanston, Illinois 60201)

FROM:  
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Florida 32901



FIRST CLASS MAIL

Larry Peery  
4567 Virginia Ave.  
San Diego, California 92115